

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1. (Currently Amended) A game service system, comprising:
  - a game service transmitting device, comprising:
    - a multiplexer configured to convert image information[,]] and audio information of a broadcast signal, a game program, and game-related information into a transport stream, and
    - a transmitting unit configured to channel-code, modulate, amplify, and transmit the transport stream; and
  - a game service receiving device, comprising:
    - a tuning unit configured to receive the image and audio information of the broadcast signal, a game program ordered by a user, and game-related information, and to select either the image and audio information corresponding to a broadcast channel desired by the user, or the game program ordered by the user; and
    - a common game interface module configured to demodulate a selected game program and game-related information, to error correct the demodulated information, to download the game program and store the game program in a game memory portion of the

common game interface unit for access by a user when desired, and to process the game-related information.

2. (Currently Amended) A game service transmitting device, comprising:  
a multiplexer configured to convert image and audio information of a broadcast signal, a game program, and game-related information into a transport stream; and  
a transmitting unit configured to channel-code the transport stream, and to modulate, amplify, and transmit the transport stream to a receiving unit when requested by a user.

3. (Previously Presented) A game server system comprising the game service transmitting device of claim 2 and configured to provide game programs and game-related information.

4. (Previously Presented) The game server system according to claim 3, wherein the game server is configured to receive a game ordering signal indicating a game desired by a user, and to provide the selected game program and game-related information.

5. (Currently Amended) A game service receiving device, comprising:  
a tuning unit configured to receive image and audio information of a broadcast signal, a game program ordered by a user, and game-related information, and configured to select either the image and audio information corresponding to a channel desired by a user, or a game program ordered by the user; and

a common game interface module configured to demodulate a selected game program and game-related information, to error correct, download and process the demodulated game program and game-related information, and to store the game program for access by a user when desired.

6. (Currently Amended) The device according to claim 5, wherein the common game interface module includes a downloader configured to download ~~[[a]]~~ the game program ordered by the user using the game-related information.

7. (Currently Amended) The device according to claim 6, wherein the common game interface module further comprises:

a game memory configured to store ~~[[a]]~~ the downloaded game program; and  
a CPU configured to execute the stored game program.

8. (Previously Presented) The device according to claim 7, wherein the CPU is configured to execute the game program upon receipt of a controlling command input through a user interface.

9. (Previously Presented) A game service receiving device, comprising:  
a processor configured to receive an input from a user interface, and to output either a first control signal to select a broadcast signal of a channel desired by a user, or a second control signal to order a game desired by the user;

a modem configured to receive the second control signal and to output a corresponding game ordering signal; and

a common game interface module configured to receive the first control signal and to demodulate a broadcast signal of a channel selected by the user, a game program, and game-related information, wherein the common game interface module is also configured to error correct, download, store, and process the demodulated game-related information so as to allow a user to view the selected channel or execute the selected game.

10. (Previously Presented) The device according to claim 9, further comprising a common interface host configured to provide a resource for processing the game program and the game-related information.

11. (Previously Presented) The device according to claim 9, wherein the common game interface module includes a downloader configured to download the game program ordered by the user using the game-related information.

12. (Currently Amended) The device according to claim 9, wherein the common game interface module further comprises:

a game memory configured to store ~~[[a]]~~ the downloaded game program; and  
a CPU configured to execute the stored game program.

13. (Previously Presented) The device according to claim 12, wherein the CPU is configured to execute the game upon receipt of a signal from a user interface.

14. (Currently Amended) A game service transmitting method, comprising:  
converting image and audio information of a broadcast signal, a game program,  
and game-related information into a transport stream;  
coding the transport stream; and  
amplifying, modulating, and transmitting the transport stream over a certain  
channel.

15. (Currently Amended) The method according to claim 14, wherein converting image and audio information of the broadcast signal, a game program, and game-related information into a transport stream further comprises:

adding a new game program desired by a user and game-related information to a previously established game list; and

converting the new game program and game-related information into a transport stream.

16. (Currently Amended) A game service receiving method, comprising:

extracting a game list comprising game-related information from a transport stream that includes image and audio information of a broadcast signal, a listing of game programs, and game-related information;

downloading a game program desired by a user according to the game-related information and storing the game program in a game memory portion of a receiving device; and

executing the game when desired by the user.

17. (Previously Presented) The method according to claim 16, further comprising requesting a game program desired by the user from a transmitting party when the game program desired by the user is not included in the extracted game list.

18. (Previously Presented) The method according to claim 16, wherein the game-related information comprises a packet identifier (PID) configured to identify a packet of a game program ordered by a user, and a game list.

19. (Previously Presented) The method according to claim 16, further comprising:  
displaying the extracted game list on a display; and  
requesting a game desired by the user from a transmitting party when the game program desired by the user is not included in the displayed game list.

20. (Currently Amended) A broadcast and game receiving device, comprising:  
a downloader configured to receive a broadcast signal of a channel, and to download a game program ordered by a user using game-related information encoded [[in]] with the broadcast signal;  
a game memory configured to store the downloaded game program for access by a user when desired; and  
a CPU configured to execute the stored game program in response to a user request.